



Double
Dragon II

**FREE
POSTER**

Eye of Horus

Sim City
Ballistix

The
Untouchables

LIVERPOOL FC

A Barnes stormer!!!

Bushido Warrior

4 FREE GAMES!

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ask your Newsagent where it is!



Do
Androids
dream of
large
paychecks?



Galdregons
Domain

ISSN 0261-8877



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DATA

One of the most popular new adventure-developing houses, Magnetic Scrolls, has signed up with Virgin Megasystems.

Poached from Microprose, the house is responsible for such classics as *The Pawn* and *Fifi*, and we can be guaranteed that their latest product will be every bit as good.



A Citroen sponsored car has recently won the famed Lombard RAC Rally. Driven by Pentti Aikola, and navigated by Ronan McNamee, the Mitsubishi-Oil team sped home to victory in truly impressive style. It's a shame that Citroen printers are not quite as fast as their four-wheeled counterparts.

Fancy beating up a granny, or assaulting a gorilla? You finally get a chance in *Street Hoops*, a new release from Virgin Megastore.

For the small sum of £2.99, you have an *order of normality*, everyday encounters to overcome with your deft fighting moves. One extra feature not seen on many other games, is the fact that the moves available to you change from level to level. (worth for the scrubbing technique!).

Also released is sailing, the old Activision game, at the affordable price of £1.99. You have the ability to design your own yacht and sail against other top countries. In this (to our knowledge) most accurate translation of the sport.





The Computer Shopper Show will have to find a new venue if it wishes to be run next year. Overall on the days on which it ran, it attracted 35,656 who found the heat and the stuffy atmosphere of Alexandra Palace too much to bear.

One possible venue, sources have indicated, is the 'Wembley Conference Centre' and although the show was certainly a 'base-mover' one, it has already been rated as at higher than the recent Commodore Christmas show.

In fact things got so crowded at the Palace Database Exhibitors (the organisers) had to appeal through BBC and Capital Radio for nobody else to come.

Three incredibly popular boardgames - Scrabble, Cluedo and Monopoly - are all to be released on a limited period tape pack for the C64 cassette at £19.99. A disk version will be available at the same price but will only feature two of the games, Scrabble and Monopoly.

Emlyn Hughes has lent his name to another Audio-genic game. This time it is not based upon sport and is more in the mould of pub trivia games.

Titled Emlyn Hughes Arcade Quiz, offers rivital questions in six categories: Pop & Rock, Entertainment, Art & Literature, People & Places and Pot Luck. You must progress horizontally towards a win bar by answering questions from the subjects whilst collecting fun and money. If you are too slow, or fail to answer correctly too many times, you will land on the lose bar signifying the end of the game.

Plans are afoot to translate this into a real pub game, and maybe a TV show, so remember you heard it here first. (By the way the game doesn't feature pineapple)



DATA



Virgin Mastermind has announced the appointment of David Lohp as its new Product Manager.

David has previously worked for CAVG (specialized in Computer Components), and managed the production side of the now defunct European branch of Epyx. He will be assigned mainly to the development of adventure and role-playing games for the Williams-Hallmark and, of course, as he has done so far, designed many pocket games himself. (Burroughs, Fernandez, Snakes, etc.) We can look forward to a busy line-up.

The latest Tengen game to come our way (via Nintendo's Cyberbit) is an American Football derivative that did extremely well in the arcade.

Set some time into the future, the teams playing have been replaced by robots and the ball by an explosive lump of steel. There are no morals out on the field now, and it's mangle or be mangled in a mad dash for the Touchline.

It will be released in mid-June (no coincide with the Superbowl) and will cost £9.99 Cassette £12.99 Disk.



OK, has been busy and its latest product lies at the bottom of the sea before it's even been released.

Search for the Titanic is 'An Oceanographic Adventure Simulator' and it obviously features that large 'unsinkable' ship that suffered unspeakable damage after hitting an iceberg in 1912. Around 1250 people perished in the disaster and you must find the ship where it lies.

On The Tape

Colour Bind



Colour Bind is a multi-level strategy game that will have you flexing your brain out before you've reached the end of it. Solving the puzzles may not be easy, but you have to bear the clock as well. As if that wasn't enough, you can try to improve on the original design: the game comes complete with its own construction kit.

The idea of "Colour Bind" is to work your way through all 20 levels by pushing blocks of the same colour together. So all red blocks must be touching as must all yellow, green and light blue blocks. You control a ball with which you push the blocks, but be careful not to push them down holes or fall into them yourself. Dark blue blocks cannot be moved and act only as an obstruction.

Enemies will only allow blocks of the same colour to pass over or be pushed onto them. For example, only red blocks can be pushed across or onto red lines. Scores have varying amounts of time allowed. When you finish a level, some time remaining is turned into a score. Running out of time means the loss of a life. If you lose all of your lives on a screen, you will be allowed to restart from that screen by selecting option 2 on the title-page. To start from level 1, select option 1.

Three keys are used:
 P: Pauses/Unpauses game
 Q: Quits to the title-page
 Running: Quits the current life if

Quick Key Guide

KEY	PURPOSE	SHORTCUT
Q	Quit to title-page	None
L	Choose level	Up: Move up a level DOWN: Move down a level R/R: Confirm level
T	Set the time allowed	UP: Add 1 to time DOWN: Take 1 from time RIGHT: Add 100 to time LEFT: Take 100 from time
C	Clear the game grid	None
DOWN/W	Move the object pointer W	None
DOWN/Wd	Move the object pointer Wd	None
F1	Save	None
F7	Load	None

you find yourself in an impossible situation. You have three lives to start with and an extra one is awarded every 3333 points.

When you have successfully completed four screens, you will have a chance to try a bonus game Q/R. If you start an old game, you must still finish four screens. You will be faced with a network of arrows with a timer at the top of the grid. You must push the blocks at the bottom of the screen onto the correct trail of arrows so that it follows them to end up on the timer. Success means a bonus of 30 times the time remaining.

The designer allows you to create your own levels. To enter the designer, select option 3 from the title-page.

There must be something to connect on all screens so you may not change level, quit, play or save until the ball is positioned and there are at least two blocks of at least one colour.

When you are happy with your masterpiece (Q) you may save them to tape or disk (press F1). You will be prompted for a filename and asked whether you want to save or tape or disk. The screen will clear and the levels will be saved. When the screen reappears the operation is

over. To load back your levels press F7 and follow the above procedure.

When you enter the mode you will see level one being displayed on the left. To its right will be a block containing all 16 items you can use. At the bottom you will see a counter showing the timer and next to it the time that is usually allowed for that screen.

At this point the computer is waiting for you to select a level to edit. Push up on the joystick (Over 20 to move up a level and pull down to come down a level). As you do so the screen will change to show the new level. When you have gone to the level you want press fire.

You will then see two arrows appear. One pointing to the top left square in the grid and one pointing to the ball in the object block. The

one in the object block points to the object that you want to position on the game grid. You can move the object pointer using QWER Up/Down for left and QWER Left/Right for right. When you have selected the object you want move the grid pointer (with the joystick) to the square where you want to place the object. Press fire and the object will be placed. You may not place any blocks or holes on the ball or vice-versa. Only one ball is allowed on any one screen. Racing a ball simply moves it from its old position to the new one.

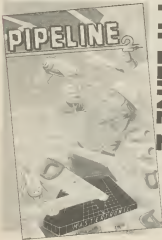
When you have designed your new screen you may want to change the amount of time allowed to complete the screen. To do this press T. The arrow will disappear. Pushing up on the joystick will increase time by 1 unit, pulling

down will decrease it by 1 unit, right will increase the amount by 100 while pulling left will decrease it by 100.

If there is no chance for your screen, pressing C will clear it so that the whole grid is filled with tiles and the ball is removed until you reposition it. If you want to select another level to edit press L and follow the procedure described above.

If you wish to quit the designer and return to the title page press Q.

When you have finished designing a level you may want to test it. Pressing P allows you to do the with 99 lives. P and RUN STOP work as before in the game but Q will return you to the designer and the current screen being edited.



Pipe man Fred has a problem. The pipes MUST be kept open and the barrels filled, or Shovel Nerg, the owner of the plant, will have lots of the customary removed in ways too unpleasant to think about.

Trouble is the workshop has gone berserk overnight and untold hordes of mowing skills, hammers and assorted sharp things are wandering along the pipes, trying to pierce holes in them.

This must be stopped.

Holes in pipes means holes in Foreman Fred and our hero is understandably reluctant to undergo such radical changes to his plumbing arrangements. To beat off the attack Fred has a gun and an unlimited supply of willing but dense assistants (all called left by the way). If the tools break through till can fix it, if you can keep them unmolested at the site of the leak long enough to do his bit with the rusty old Sawsawyer (hammer). One small complication is that a real engineer has tapped the entire contents of the Royal Penicillins insect collection most of which are very nasty 8 legged pieces of work onto the pipes. As you are free about to assume the role of Fred it is probably only fair to warn you about the scorpions.

Get the barrels filled. The tank at the top of the screen only holds so much and you must keep the pipes moist to ensure that enough gets through to fill up the required

number of containers. As you progress up the levels, more barrels will assault you at the bottom of the screen. You must ensure that they all get filled. Naturally, the task gets harder and the better you get, the more determined become the deranged driller trying to stop you.

To repair a leak you must lead a well to the spot where the pipe is broken. To get control of the workmen, simply walk over them. He will then follow you anywhere! Tools can be shot off the pipes. If you line up the gun with the target by positioning Fred correctly. Once the level in the tank gets low your score will start to decrease rapidly, and if it empties out... larger it!

Strategy

You can afford to lose counters this without loss of points, so long as Fred remains intact and on the job. Contact with any of the invading machinery will knock Fred or fill off the pipes, with disastrous effects. Use the workmen as shields if you have to, they're expendable and there will be another one along in a

Controls

Joystick in port 2

or Keys:

RUN/STOP - UP

CMDR - Down

L - Left

: - Right

SPACE - Fire

F1 Pause

F3 Number of players

F5 Number of lives

F7 Instructions

minute! Just keep those barrels filling. Don't move around the pipes unnecessarily, especially in the early

levels, since it becomes more difficult to defend Fred once you move away from a spot where he has a clear line of fire along the route the snakes must take to get to him. It's also worth remembering that if you're nearly finished a screen and the pipes get buried open these could be enough left in the pipeline to fill up the barrel without you having to repair it any more. Defend Fred instead.

Watch out for the scorpions, they don't die easily and will hunt Fred down around the pipeline. It takes planning to keep ahead of the crowd!



NINJA

He walks alone. NINJA, in the land of death. His nameless quest to rescue the Princess Dr. Di, great of the Orient, who's a prisoner in the Palace of Pearls. And he must gather allies she has dropped to prove his worth.

As well as lots of thunder and feet of iron NINJA is granted weapons, a scathing samurai sword spinning death stars and a throwing dagger. But these weapons are also

Controls

Joystick only:

◀ walk left

▶ walk right

▲ jump

▼ crouch/pick up

▶ jump right

▲ jump left

しめにあつて 心口や母 全立ルボ

Walking left & holding fire button



Walking right & holding fire button



THE END SCENE 200 LEVELS 2 EVIL NINJA



完付バ

given to his fierce evil Hago
opponents who guard the doorway
and the idea.

As he rises through the levels, his
opponents multiply, his strength
draws but his evolution grows.

HIGHER LEVELS ARE REACHED
THROUGH THE HOLES IN THE
CEILING.
STAND UNDERNEATH AND PUSH THE
JOYSTICK UP TO ENTER FURTHER.
BEADY DANGER.

When writing *Araknofoe*, I frequently tried to convince myself that I was writing it as an act of self therapy. Along with a large percentage of the population, I am terrified of spiders and can't even look at photographs of them without feeling as if I've been punched in the stomach. And as spiders are frequent visitors to my bath, this can cause major inconvenience in my day-to-day existence.

In most households, the favourite venue for spiders seems to be the bath. When confronting a spider in the bath, only the most dedicated animal-rights campaigner can resist the compulsion to wash the offending arachnid straight down the plughole. I frequently, however, ran into problems with this technique, as my bath outlet is partially blocked, and the water does not flow out fast enough to take the beetle spiders with it. Often I see a spider clinging to the edge of the plughole, holding its breath and waiting for the water level to subside so that it can come bounding out again. The hole led to hour-long vegs at the bathside shower attachment in hand to ensure that an intruder has really gone, and isn't just hovering just off in the overflow pipe before recommencing the attack.

It was after a particularly long and hair-raising bathwatch that the concept of *Araknofoe* came to me. The game is set in the bottom of a bath. In the distance can be seen the plughole, a dripping tap and a bottle of ferocious-name dandruff shampoo. The object of the game is to wash the spiders down the plug hole, by coming a jet of water with the on-screen croisher. Bonus points are available from zapping the passing silverfish. Ammunition (water) is limited, with level indicators on either side of the screen. To refill, aim the croisher over the taps from the top and press the fire button. After clearing a bath, one moves to the next bath by a short burst of joyous wiggling while being chased by a particularly large spider.

The 1 or 2 player option is selected by pressing keys 1 or 2 and the game is started by pressing the fire button (control in port 2).

As I said, I assumed that writing a computer game about spiders might be a way to purge myself of

Araknofoe



my absurd feelings about them designing 432 spider-sprite definitions, spending months watching them scurry across my monitor screen... but it wasn't to be. The spiders in my computer have turned out to be even more indestructible than the spiders in my bath.

Stephen Chance



GALDREGONS DOMAIN

▶ 78%

Supplier: Pandora

Price: £9.99 Tape, £14.99 Disk

Every land in peril needs a lone overmarching brain-basher. Kryptomaster's slaughter house of a barbarian and his land in need has you. As if this wasn't enough a wizard of an evil persuasion who has recently risen from the dead has vowed to destroy the kingdom with the aid of five magic gems.

The King must be desperate because he has sent for you and named you as his only hope: this is because all the previous quelling heroes are now dead. With a dagger in your belt and an ego the size of an elephant you set forth. Deciding to play clear of the towers until you gain some nice shiny weapons and a mail suit you visit the local inn. It is best when combining with the lordling to ensure that you are in talk mode and not fight mode as slandering the lordling does not lead to prompt service. Switching modes and accessing the other commands is via a joystick controlled pointer. This can be a little slow at times so be prepared to select the attack option as peaceful creatures will react for you to talk and a hostile one will not.

As you wander the locals will pop-up (literally)

for a chat. This idle gossip not only relieves the tedium of the journey but provides a few helpful hints for your barbarian's continued survival. Among the few scattered houses will acquaint you with the various hermits and several generous druids who will equip you for your task.

At this point you may regret buying the cassette version as it has no map facility and three fewer towers. For a well prepared barbarian the towers should be a breeze. Searching dead bodies provides many a useful item and introduces you to the inventory and item manipulation screen. Here you see an image of your character and what he is doing. For devoted inventories of the area around your character and what you are carrying, you must access the drop down windows. Items can be dragged from one window to the other simulating the picking up and dropping of objects. As first the number of potions and weapons found may seem overwhelming but when the action starts the potions get quaffed and the weapons wear out so carry a spare.

Having bloodied your weapon in the towers you seek greater challenges and the local bad guys are



happy to oblige. In the enchanted land of the elves a non-mapping adventure may soon become lost despite the good intentions of the elves. The dwarven mines are less than friendly but beware: for something nasty lurks down there. The final frontier for the fearless hero is the temple where

guards abound: both human and snake.

On the 16-bit machines this game did not come to much but on the 3d the graphics are good and the gameplay fair. If you can grasp the story. A good hack n slash escapee with a little mapping thrown in for variety. AP

DOUBLE DRAGON III

I never played the original Double Dragon, and on the strength of the sequel I'm rather pleased. The original story concerned the abduction of Billy's girlfriend Marion by Evil master gang The Black Warriors, and the efforts of Billy and his brother Jimmy to get her back. This naturally involved going on a wild hit frenzy and wiping out the scum that took the city assets, etc.

Well, now the Black Warriors have come back, apparently having been raised from the dead by the magical powers of the one surviving member. Now they have not only taken Marion again, but this time they have killed her (good for them). Your task is to find her, and discover the secret that will bring her back to life. Oh, and while you're at it, why not indulge in a spot of mindless violence.

Why not? Cause the game is a piece of doodoo, that's why not. It's a one or two player set up and you take on the role of Billy or Jimmy. The joystick controls direction and the fire button will allow you to punch, kick, jump and all that sort of stuff. Basically you just have to fight your way from left to right until you reach the end of a level. There will be a selection of different style baddies attacking you, and a selection of weapons to pick up and use.

All the sounds OK, but when you get down to playing the fault's soon to show through. The sprite direction is lousy, you don't really find yourself being led by a flying drone that doesn't come anywhere near you, and walking into a wall that looks as though it's way away from you.

The animation is quite good and the various selection of enemies are suitably aggressive.

Supplier: Virgin Mastertronic
Price: £9.99 Tape, £14.99 Disk

52%



▲ Only, it's the three strongest
that really is number! ▶

looking. It's just the actual gameplay that's no good. Level One is pretty easy and so is level two, but it will take quite a dedicated player to reach the end. I certainly can't be bothered to put that much effort in.



THE

UNTOUCHABLES

Supplier: Ocean
Price: £17.99 Disk

Chicago during prohibition. Hell of a place. I can't help but have a great deal of sympathy with Capone and his Mob boys. After all they were only providing a public service. I mean how much fun can you have when there's no booze about? Maybe this is the reason I'm so good at this game. I just can't get into the role of Eliot Ness and his goody goody federal buddies. I want the baddest to win. Surely it can't be that the game is hard?

Well maybe it is. It's certainly a very complete game, with six different and varied levels of board quite accurately



around scenes from the film. Now the film is pretty violent (and old Sean and the boys certainly weren't divine) to depict of mindless kill theory shoot em up action, but maybe it wasn't quite as bad as this. Take the bar level. You remember near the beginning of the film where Ness, all on his road buns in an Capone's booze factory and busts open the joint? Well, certainly he wasted a few scumbag booze runners, but in the game he has to waste a hell of a lot more. It's a fairly straightforward platform type game with lots of crates and things to climb over.

The object is to find ten of Capone's accountants, blow em away and grab the ledgers they drop as your bullets tear into their flesh, smashing their bones

and splashing life juice all over the walls. "Very messy and not at all easy." You see these buggers don't do it if you get anywhere near them; they run away and you have to be quick if you're going to catch them. There's also a lot of little minions running around and all are quite keen to take the scalp of Mr. Dick. "Whitey" White Head. That's you by the way.

If you manage to gather enough evidence to get onto the next level, you find yourself on a bridge on the Canadian border where a shipment of dirty "Whiskey" has just arrived. This is the most dangerous of all the levels as the object is not to kill people but to destroy booze. Horrible. By this stage you have got your team of Unouchables together and there's the option to swap between them during the level in order to avoid getting blown away.

Levels 3, 4 and 5 centre around the shoot out at the train station. In Level 3 you are on your way to the station and have to battle through the backstreets avoiding, or rather killing, a host of Capone's henchmen before you get there. Again you may switch between which of the Unouchables you have under your control, and have the option to reload and all that sort of stuff.

Next it's into the station itself and it's show time as New Head to stop a small belly in a poem from perishing handsly in a hail of bullets, while maintaining his pursuit of Capone's accountant as he heads for his getaway. All those boozers while being careful not to get innocent bystanders, and make sure little bulky doesn't go hunting down the road. Then you're onto the platform and Capone's last surviving cronie has

taken a hostage. You have just five seconds and one shot with which to waste the boozie, and if you fail the hostage, buys it.

The last level involves, hey, rooftop battle with Frank Rini. Capone's right hand man, but it's going to take you a long time to get that far.

All the way through the

game the graphics are great, and the atmosphere created by the sound effects is spot on. It's really a very good representation of the film and there's such a variety in the various levels that you'll keep interested for a long time. There's no simple shoot 'em up stage and all the time you are

looking to do just a little bit more than kill boozies.

It's not a terribly original game but so thorough it's definitely worth looking at. If you enjoyed the film you should be familiar with and enjoy all aspects of the game.

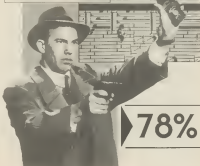
JB

► The backstreet is dead!



► What is that man in that silly mask?

► I bet that looks like the boss' office!



OMEGA

though that I heard on a level cabin when the editor phoned up to ask if I wanted to do a review. My suspicions were further aroused when the package arrived in the post with considerably more stamps than is normal for a computer game in a jiffy bag. Despite my thinking there was only the box in the bag so there was some important stuff opened. A couple of disks, a booklet and a reference guide on introduction to the appeal and the installation manual. But the installation manual instructed me not to leave them in the CD-ROM package. Over 200 pages had not been well used, quite a pity to make the introduction to Omega, the latest release from



leads into a sub-menu (resembling the classic command menu).

During the actual game, you can only truly be considered with the basics of move, fire, and destroy the enemy. It is only as you progress that you are truly able to want to include advanced action techniques like: nothing away! The manual is very helpful, but you should be aware that even if you could understand

When you think you've mastered the game, you must get the program to authorize your design. This involves checking that all the parts of the tank are present and that there are no glaring errors in your logic.

If everything checks out, it's time to try out your creation on a simulated battlefield. Unfortunately, the three included in the game are one of your own design. Again, you can vary the conditions by adjusting the number of tanks, what your objectives are, and whether you are working alone or in a team.

You will no doubt have to make a series of modifications to your design as the stage as you discover why the enemy is shooting you all the time and not the other way round. When you are happy with what you have got, you can ask for clearance. This puts your machine into a series of ten random encounters,

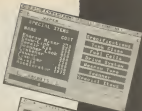
and assuming that you win or lose 70% of your battles, you will progress more quickly and better things.

The manual is very thorough, but most of the downsides of the game are that it is not very well designed and that it is not very well designed. A few extra games such as the ones of your design would not have gone amiss either but then this was intended to be a game that was strong on graphics and sound. The manual is generally simple to follow, but it is not very well designed and that is not

surprisingly, I found that I needed to use a lot of time for a particular design, I needed, but that was the only right problem that I

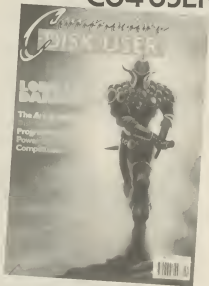
wasn't surprised so far. It would be wrong to say that Omega Wars is a game that is not very well designed. Certainly, if you do not like spending money on a game, then you should not waste your time. I hope that Omega Wars will be a game that is not very well designed. Certainly, if you do not like spending money on a game, then you should not waste your time. I hope that Omega Wars will be a game that is not very well designed.

GM



72%

FOR ALL SERIOUS C64 USERS



OUT NOW!

MOONWALKER

Supplier: US Gold
Price: £14.99 Disk,
£9.99 Tape

Winload I'm
load streams
the cosy little speaker
on the dodgy monitor
and I can help, but agree
with it: the game lives up
to the song too, but
maybe not in the way

strong style intended.

I'm not a great fan of
the mutant singer myself
and taking on the role of
the coffee-coloured
superstar holds little
appeal, especially when
the object of the fix level
is to disguise yourself as a
rabbit. Yes, a rabbit. You

see, young Michael is stuck
on a Hollywood studio lot
surrounded by all sorts of
fans, such as Japanese
tourists, cowboys (on
horseback, presumably
leftovers from the latest
Roy Rogers epic), and
Goriny and her Grandson.
You have a radar which
directs you to the various
bit of a rabbit suit, which
you have to collect and
dress up in while avoiding
all the rampant fans as
they descend on you trying
to steal your platinum
disc. Once you're fully
dressed up, and now look

by Michael Jackson strikes
me as being a fate worse
than death.

Finally there is the
arena, where all sorts of
laser guns and cannons
are pitched against you by
Mr Dig's Guardians, as
you bumble onward to take
the ladies to safety.
Personally I'd be more
satisfied by joining up with
the Dig and putting an end
to the safe base once and
for all, but then again
that's not really the point
of the game.

The graphics on the game
are really rather nice, and
when you start playing it
seems as though you are
going to enjoy yourself,
but after ten minutes
wondering around the fix
level you begin to have
your doubts. The game is
slow moving and pretty
unimpressive at the early
stage, and while it's pretty
hard to find all the bits and
pieces you need, it's also
pretty hard for yourself
killed. The radar screen is
neatly presented and fairly
helpful, but the game is
still boring. The music,
you'd have thought, would
be pretty integral, but all
you get is a horrible blip-
blop style version of 'Watch
Jackie', which becomes
very annoying after a
certain amount of time.

I didn't enjoy this game
at all, but to be fair, it's
pretty enough that an
undiscovered Jackson fan
might think it's the best thing
since sliced good cheese.
Not for me. I love good
cheese.

JB



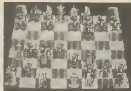
like a total pillock you
have to find a motorcycle
on which you speed your
way to Michaelville.

Have you find that Mr
Dig has been through your
laptop, disguise and has set
the fans on you again. You
must avoid them all by
collecting bits which turn
your motorcycle into a
sports car, in which you can
fly over barricades running
down Mr Dig's henchmen
on the way. Once you get
far enough you can
escape to freedom and
get into Club 33. Here you
have to find a girl in order
to wipe out Mr Dig's army
old troopers and rescue a
load of children from a
fate worse than death.
And you, being rescued



BATTLE CHESS

Title: Battle Chess
Supplier: Electronic Arts
Price: £14.99 Disk



▲ Pawn Moves Pawns



▲ Get it all your chess!



▲ Battle Chess 1



80%

For reasons that will become obvious, the game is supplied only on disk and features 2 megabytes of compressed animation routines that combine to liberally bring to life normally stale and static chess pieces. Now the movie: pawn takes pawn/ him as simple as it sounds as the losing pawn doesn't give up without a fight as they duel to the death.

The fact that the game also features a sophisticated chess program that offers both 2D and 3D views and ten

levels of play is all but forgotten as the animation takes over. In most chess games that offer 3D views this usually gets switched to 2D as it adds little to the game. The wind of change finally blows though.

Pieces now move according to their type. For example: a pawn marches up the board, the king shuffles, the queen has a wobble wiggle and the knight shoves other pieces out of its way as it moves to its new position. The rooks are in fact rock marionettes that stamp as

they move and stamp on anything that gets in their way. The fun really starts when battle begins and each piece march up his in own sequence of animation. When pawn meets pawn it's a straight sword fight, but when the better pieces get involved the fun really starts. When a castle is winning it pummels its opponent with its great fist, but rookies and crumbles when defeated.

The queen uses powerful magic and ether zaps an opponent or opens up a pit in the

board for them to fall in. When the tables are turned she picks up her skin and ears, only to be caught in the back. My favourite fight is when two knights face each other in combat. The result reminds me of the Black Knight in Monty Python and the Holy Grail as the losing knight first loses one arm, then the other and then both legs before he is finally defeated.

This is one program to have handy whenever anyone asks you what you can do with a computer. TM

Bushido -The Way of the Warrior

▶ 83%

Supplier: Firebird
Price: £12.99 Disk,
£9.99 Tape

A loyal warrior of a lord, looking off the back of his horse as a chief says, but when he comes back you take on enemy forces and you fight without loss of honour.

As a warrior, you can choose to fight on foot or on horseback, and your choice of weapon is key. You can use a sword, a spear, a bow, or a crossbow. You can also choose to fight with a shield or without.

Don't think of this as a skill set, but as a way of thinking. The game is a very simple one, but it is a very good one. It is a very good one because it is a very good one.

The game is a very simple one, but it is a very good one. It is a very good one because it is a very good one. It is a very good one because it is a very good one.

find out if you are a warrior. The game is a very simple one, but it is a very good one. It is a very good one because it is a very good one. It is a very good one because it is a very good one.

Before entering the arena, you can train your

character, mix ingredients to make spells and arm him with collected weapons. The making of spells is a bit odd, but you can put collected ingredients and hope for the best. Some of the spells are very good and some are not.

When meeting the enemy, you are presented with a choice of the enemy's strength and you can choose to fight or to retreat. You can also choose to fight or to retreat.

search for items. As for the ability to fight up and down the wall, it is a very good one. It is a very good one because it is a very good one.

will include some weapons, but you will find some of the most important magical items. A chest will be found when you open one of the chests.

magical ingredients and some of the most important magical items. A chest will be found when you open one of the chests.

To make it through the nine levels, you must



with help. Descending into the first level, you are to some extent a character who is a warrior. You are a warrior who is a warrior.

There are a few

planning characters in the game. It goes for the first in a big way and the self-generating map really eliminates the one possible gripe. Not a full blown role-playing game, but a nice feature which will delight those who prefer to hack and slash.

AP

FOOTBALLER OF THE YEAR 2

Supplier: Gremlin
Price: £14.99 Disk
£9.99 Cass

I was spared Casso, Mazza, Casso and myself who were waiting at our respective tables when the announcement was made. The grim-faced host slowly opened a golden envelope, and my mouth resembled a large basketball hoop when my name was read out aloud. The winner of *Footballer of the Year* is Rick Henderson. What a shock! Casso won the *Footballer of the Year* award for the third year running, but he looked extremely perturbed that he had failed yet again to get the big one.

Footballer of the Year 2 expands on the firm groundwork that its prequel laid beforehand. *Footballer of the Year* was good, but not as good as it could have been. It was buggy, and its on-screen sequences relied too much on luck (as did the boardgame). This updated version however would never make a boardgame as it works almost entirely on the skill of whoever's playing.

The game is basically the same as the first one. You must become *Footballer of the Year* by scoring mega amounts of goals for club and country. This time though, there is

only one division (the UK Superleague) consisting of teams like Liverpool, Arsenal, Rangers, and Shamrock Rovers. You can change the names of the teams involved, but the league structure remains the same.

There are goalposts as before, although the method of scoring has been completely rewritten. Instead of just hitting the

ball in a direction and hoping for the best, you are shown a diagram of the plan of attack. You must follow this plan in order to retrieve the ball and shoot into the goal, hopefully past the goalkeeper. (This sequence reminds me a lot of Kick Off and games of that ilk.)

If you score enough goals in a specific match, you may be chosen to play for your country, which involves competing in the World Cup. When you do so, you must score in each one of your international games or you will be dropped. There are

also two home tournaments, and your *Footballer of the Year* chances rely on you winning medals in these.

There is also a small quiz section, which allows you to double or quit with your money. This is unbearably easy and it makes the game a lot more straightforward (due to almost unlimited amounts of cash). There are nine skill levels to complete on, each of which makes the opposing team that much later and harder to score against.

Footballer of the Year 2 has been really improved in comparison with its older brother, and in presentation alone it has moved the old theme into the 90s. It is great fun to play, and it's almost as good as the new model of the *Year Simulator*. **B+**

GOAL CATCH

1	2	3	4	5	6	7	8
100	2	100	10	100	100	100	100
100	100	100	100	100	100	100	100

91%

FUN * 1

KOMPILATION KORN

To the software house, this is the most crucial time of the year, as the money they can get from you to spend will fund all the development for next year's games. The first line of attack are the big name games such as *Head Down Operation Thunderbolt* and *Ghostbusters II*. If you've got any money left after that, let them prepare for the second line of attack: the compilations. These aim to entice you with three, four or even five games for the price of one. The compilation line-ups look even stronger this year as they contain titles, such as *Operation Wolf*, *Adler Gunner* and *Thunder Blade*, all of which challenged for the top spot last Christmas.

Everyone's a winner with compilations. The software house already has the games and so only needs to package and market it, and you and I can bag a bargain to catch up on missed titles. Since most cost around £13.95 on cassette and £17.95 on disk you can afford at least one blast from the past.

US Gold

US Gold challenged for the top spot last year with the helicopter shoot-em-up *Thunder Blade*, so it isn't surprising that their features in two of the compilation three-compilations.

The first pack, called *Gallop Hills*, is also a help in with Computer And Video Games magazine. What's that? Well, and features five of the top US Gold coin-op conversions of all time. Alongside *Thunder Blade* there is the 1986 Christmas Number One *Out Run* shoot-em-up driving action with *Road Racers*, a move from the groove with *Spy Hunter* (the game that started all the road-blasting games) and the Capcom classic *Bionic Commando*. If I had to pick just one game, I think I'd go for *Bionic Commando*, as it's far more shooting, gun-swinging, villain-dodging action really gives you the feel of a futuristic commando raid. Which would you pick? The good news is that you don't have to choose as they're all available in the one pack.

Whereas is the appropriate name for US Gold's second compilation that also features *Thunder Blade*, this time being accompanied by a combination of arcade film and platform action. The film action is provided by the game based on Indiana Jones and the Temple of Doom. Actually, it's the game based on the arcade machine based on the film in which you must battle Thuggish guards through three levels of ancient pits and railroad cars, collect the moon stones and save lots of children. Once you've done that you can flex your big button finger in *Blastercade* and *MSD Storm* before taking on the evil Don Akabander again in *Impossible Mission II*. This is the pinnacle of platform games and combines 3D graphics with all our action and psychic jangling plums.

76%



87%

Impossible Mission II was written by Epps and sold in the UK through the US Gold, and so naturally finds a place in the first game Epps Action compilation. Here it is joined by *4x4 Off Road* racing, *Street Sports Basketball*, as well as two from the famous Games series of games. California Games offers 8 players fun in the sun, as they compete a series of six events including Hot Rod Skateboarding, Surfing and Football juggling. The

Games' Winter Edition is a more serious affair as it simulates the ice-cool action of Winter Olympics complete with opening ceremony, medals, flag, and national anthems. It is also one of the best of the Games games and offers seven events including the speed of the Luge, to the somno of the cross-country race. Perhaps the funniest is when other people attempt the skating while you sit back watch and laugh.



100% Dynamite features four explosive games in one pack, including the high-flying After Burner turbo-charged WDC Le Mans and kung-fu action with Double Dragon and Last Ninja II. Two kung-fu games may sound repetitive but they are totally different in style and gameplay. Double Dragon is sideways scrolling action as you systematically beat up a gang that kidnapped your girl, whereas Last Ninja II combines stunning 3D graphics, ancient martial arts and downtown New York complete with police drags and corrupt cops.

75%

OPERATION
WOLF



Ocean

Ocean's success last year surprised everyone including Ocean itself as it topped the Christmas chart with Operation Wolf but replaced that with RoboCop which stayed at the top for 30 odd weeks! That's still selling so you'll have to wait to see that in a comparison, but Operation Wolf heads up Ocean's Mega Mix. Op Wolf II also my favorite coin-op convention to look out for this year. It also boasts best-sell-up action with Barbarian II and Dragon Ninja as well as the game based on the Real Ghostbusters. What's

82%



75%



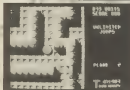


Gemini Graphics

Gemini Graphics has built up a reputation for good and original games in its five game House Mac compilation. Its worth a close look. The pick of the pack is undoubtedly Right Raider, pitting you in a duel over the tiny black ocean in the dead of the night. You fly a fighter bomber in a mission to destroy the Bismarck. That

edition is ably supported by games like Altair Technocap, Motor Massacre and Snake Quay although as a whole, it lacks the punch of some of the big name compilations.

62%



77%

Tholoma

Tholoma is another small software house with a big reputation and has carved its own niche in the last five years alone, making While it produces its new games, it has released the software equivalent of its greatest hit album. Titled The Hits 1986-1988 it offers 30 games for the price of one, including Baronello, Hunter's Moon and Armalyte, which all illustrate the various permutations of blasting aliens, as well as back and slot action with Hawkeye and the classic but excellent Quixote that consists of puzzle after puzzle to baffle your reflexes and mangle your mind. This one redefines the word 'value-for-

Domark

Here's the ultimate challenge for all aspiring young Jedi, as the Star Wars Trilogy brings the coin-op conversion action of Star Wars: the Empire Strikes Back and Return of the Jedi into one box. Now in one evening you can do battle with the lighters, destroy the Death Star, defeat an army of attacking Imperial Walkers, and battle through the Death Star's jungle on a jet speeder.

45%



Heaven

Last, but by no means least, is Heaven's Greatest Collection that offers six of the best in all our action Games like Sandstorm, Eliminator, Lightforce, Exolon and Cybernoid. It need no introduction, but it's the path game, Unlump that will steal the show. You may not have heard of this game but you are sure to have played something like it, as it has

inspired countless copies that have tried to replicate its graphics and gameplay. Now you can fly over the original metallic landscapes and zap the original waves of aliens while at the same time grab yourself a piece of software history.

Rory Hetherington

90%

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TEMPLE OF DOOM



LIVERPOOL

THE COMPUTER GAME

Last month I mentioned as if the only games released were car simulators. This month football games are all the rage, and this is the thing that this unit has got over its rivals, a sponsorship of one of the greatest football clubs in the world, Liverpool.

It is a game particularly in the days when time is so short, and many of these games are very good.

There is one complete league in which you compete for Liverpool football club, plus the FA Cup. The Liverpool consists of 20 teams (the first division being the only one featured, mainly because the idea of

All the teams have differing abilities (as determined by the programming) and you will notice that those teams on winning streaks tend to stay that way (although there is an element of luck thrown in for good measure). The players too have their own abilities, and this is portrayed in a rather slick sequence and way with



There is an effort to make Grandslam seem in the football market after the truly abnormal Peter Dinklage game. This is done with guests, which is

Liverpool being a very good team, and the FA Cup, which is the first division game, plus some special third teams and a few Non-League sides, mixed in with the main league.



Price: £9.99 Tape
£14.99 Disk



So I came down to seeing the team. Once you have viewed your players, you have the option of choosing the final eleven for the big match television plus two substitutes. The tool is a *coach's aide* suggests moves, although their tactics should be all in on the general centre. You select them by choosing the role of the player in your position. If a player drops out of position, this player will drop out of the team.

[illegible]

The bottom of five games shows the time elapsed the goals (obviously) the teams playing, and the player currently in possession of the ball. Each player is slightly different so you'll get to know all the weaknesses and strengths over the course. There is a release. (Although it must

be weighing
from a higher
vantage point,
because he is
not on the
field and he
can back or over-
shoot a player
or, alternatively,

Players are weighed out, then get into interesting three-point options. If you slide a player from the front then it's a double slide from the slide has a small percentage chance that the player did not be tested and a slide from behind costs a very large chance that there will be a foul committed.

These options add to the longevity of the game, and I think that will take a fair while to get through one season.

Another popular option, **jointed pad** makes the joints that help to move around a bit higher. It's a higher **protection** than the **standard** one, and it's a bit more expensive.

The graphics are clear and very smooth. The graphics are a touch duller but it goes as one could expect unless playability was to suffer. The music ("You I Never Will Alone") that plays at the beginning is a great weapon, and the game is not "technical" at all.

The club (my team if you haven't guessed) should be proud to have its name at the top of this great monument. You never know you could even score a goal post Award in the last minute of injury time in the last game, in order to win the league. Now that would be something!



92%

EYE OF HORUS

Supplier: Logotron
Price: £9.99 Tape

A long long time ago long before Mac Donalds started hocking down rainforests for soya to breed cattle for their burgers long before the Tory Government froze child benefit thus depriving those in most need of a reasonable level of aid and long before the oceans became polluted and the rivers choked with the detritus of industrial production long before any of those things the god Osiris wandered around a lot being godly. And everything was just dummey because Osiris was the king of Egypt and his wife Isis was a bit of a sorceress his brother on the other hand was called Set and he didn't like it much mainly because all the children in the city would chase him and call him the jelly. So Set became even more malicious and malignant and conspired to usurp his half brother and take the kingdom and especially the morally loose Isis for himself.

And then the plot thickened on and on until even die-hard Neighbours fans felt asleep with boredom suffice to say the reason is this: You are the son of Osiris namely Horus and you have to find the seven bodily parts of Osiris in the tomb. And down at the bottom of the tomb (Osiris as if you need guess) lurks Set who must be defeated. Along the way the hieroglyphs pointed on the walls come to life and seek to remove the life from Horus. Horus

naturally can change from a man to a bird of will and can fire magic bullets at all and sundry.

As well he might because the buzzing swarms of gophers rapidly reduce poor Horus strength. Unfortunately the route to Set and the final confrontation is not straightforward. There are lots and numerous levels. The lifts require keys or may not work so as well as scurrying around trying to reconstruct Osiris which gives you the strength necessary to defeat Set there are the colour keys and the amulets to collect.

Ah no one said anything about amulets when you offered to take the job on did they? Well the amulets bestow mystic powers like automatic mapping shielding bolts of dung strength restoration and the power to destroy everything on the screen.

There are lots of amulets in fact which is a good idea because the game isn't particularly easy. The graphics for the rooms and chambers are reasonably good but with simple sideways scrolling and a far playing area Eye of Horus look distinctly inferior to that other Egyptian game Gizmorbid. Yes, those who can remember that far back will doubtless recall that the Ultimate game was in a isometric 3-D and sported excellent graphics. It also had very good gameplay and some intriguing puzzles. Horus is far easier in operation and looks that other game a stunner.

However if you like Egyptian Naxosised games and they excite



71%

adventures with endless attack waves of gophers slowing down the object collection side

interminably then I dare say you'll love Eye of Horus. I didn't SE

BARCAIN BUCKET

ELVEN

Supplier: Players

Price: £2.99

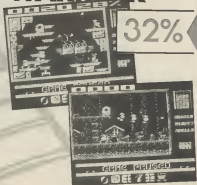
WARRIOR

I normally don't like playing games with a party title, but this proves no exception. It's pretty much good.

You are an elf, one of a race of party-worshipping, and you must defeat a witch who has upset the forest and turned the sky grey and the grass poisonous (I made that bit up, did you notice?). To do so you must perform a sort of jumbled-up sort of platform and ladder style of arcade adventure that has its much going for it as a green doughnut full of your dream and magical juice.

The graphics are not THAT bad, you just can't make out what's what, and to be honest I'm only saying that while on my computer, due to the fact that I might have contracted a migraine.

PH



SPOOKED

Supplier: Playtex
Price: \$2.99

What is it that makes a budget game a good one? I certainly don't know. Spooked has awful graphics, terrible sprite selection, and really cruddy music, yet its playability makes it a game that I can play for hours on end.

You are a small mage using spells who must play with a Spooky Old Man (surely there is a law against this). The game he wishes to participate in his hangman, but with a twist (no long brown overalls here!).

You must travel far and wide collecting ingredients for later spells (each spell glowing you one pack or the hangman solution). The only problem is that the ingredients jump

81%



around and generally try to avoid you. There are other spells to be collected, each of which have a different function, mostly to enable you to avoid the Spooky Old Man's ghoulies (skip that suggestion, or the book!).

Not a bad little jumble that is certainly worth the asking price, but no more. **B-**



62%

Supplier: Virgin
Mastertronic
Price: \$2.99

FIST

As a dead, old boat and her merchant, the task of collecting the lost scrolls falls upon your broad shoulders. Why somebody could not have lost the scroll in the cupboard under the stairs is one of fate's little quirks and a subject worthy of deep meditation, but such a life. As a by-product of all this scroll collecting, an evil warlord will fall, and he is not overjoyed at this prospect. As a result this less than happy warlord has sent out a few of his minions to loot the living daylight out of you. This being detrimental to your

quest, you feel obliged to put them back, so the battle commences.

As you wander along the swirling landscape, up ladders and through caves battling these minions, you must also watch out for temples that contain scrolls and restore your vitality. Fighting humans is not your only problem as the local canine population joins the scrap.

This was a revolutionary game in its time and it still delivers the action, but be prepared for a little mapping as well. **A-**

You know times are bad when a fair maiden teams up with a dragon to save the land. As in all cases, an element of danger is involved. The reputation of the dragon doesn't help as the local population is apt to shoot first and ask questions later. As the soon-emperor task, the dragon does not hesitate to flame the odd home owner in its quest.

As it flies over the land grabbing and dropping the odd person, others line up to fire. By passing the fire button you can set loose a jet of flame which can be directed with a bit of the head. This eliminates most obstacles such as the men, birds and spiders, but when it comes

58%

HANATOS

Supplier: Encore
Price: £2.99

to the rock falls, only smart manoeuvring does the trick.

Upon reaching the castle you pick up your ride and, if your home levels are low, you gobble the odd witch. After a few more diving and flaming rocks you drive on the second castle where the spell book is stored. Once you've achieved you reach the final castle with the cauldron wherein the spell is cast and the land saved.

The game is a little slow but the size of the dragon game and its destructive capabilities make this a good blast in a quiet moment.

AP

levels the floor is littered with holes and one false step can see you plummeting several floors to a safe landing, you do have a jet pack. There are only three ways to die:

One is to run out of time the other is to release an excessive dose of acid and the final one is to do a nose dive into the reactor core, money to reduce the dose your character

REACTION

The anti nuclear lobby has decided actions speak louder than words. As a result of their tampering the station is off balance it falls to you to save the day. The radioactive fuel rods have been scattered around all seven floors of the station and the only way to stabilise the station is to collect the rods and deposit them back in the reactor.

Armed only with an armour piercing machine gun and a radiation suit, you set forth. The first obstacle to avoid is the large hole in the centre of the room. The hole leads directly to the reactor and it is where you place the fuel rods and not yourself. Wandering from room to room collecting rods and blasting debris on the far level is a mere warm up for the nicker patches ahead. On higher



Supplier: Encore
Price: £2.99

42%



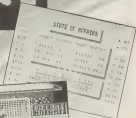
has received a quick visit to the decontamination showers is recommended.

Ideal game for those who do not demand top action and loads of colour but quite happily spend their day mopping obscure complexes.

AP

85%

The game has a few small bugs, and the arcade sequence is more a question of luck than anything else, but it's a fun game nonetheless. Although my advice would be to save up for *Footstar of the Year 2*.
84



LIVERPOOL



YOU'LL NEVER WALK ALONE





DRAGON

Supplier: Electronic Arts
Price: £18.99 Disk

Few heavy adventures will have failed to hear the legend of Interplay. The strange and witty role-playing classic upon classic and their latest exploit into the realms of fantasy stands proud in this honoured tradition.

Two of my all time favourite role playing games are *The Bard's Tale* and *Wasteland* both are Interplay creations and both influence show heavily in *Dragon Isles*. As a lord of quelling heroes on a wacky planet the far side of nowhere, the last thing you expected was to be found wandering the slums of Purgatory naked. This down surge of luck leads to an inevitable adventure and a tale of blood thirsty revenge.

The game is similar to *The Bard's Tale* but the advanced features found in *Wasteland* have been added to produce a masterpiece. The playing area is split into three areas, one displays the party view, another the party statistics, and the third comments on your surroundings. The main improvements over *The Bard's Tale* is a larger view area, a book of paragraphs for atmosphere, the use of character skills, and an auto map function which produces a map of your



progress (this is a big plus).

As in all mythic worlds the arcane arts prove both a benefit and a bane. Nothing is more gratifying than blasting a bunch of low level monsters with a flick of a wand, and nothing is more soul destroying than a low level party falling foul of a mad mage. The spells are split into five classes, low magic, high magic, druid magic, sun magic and miscellaneous magic. Each class has its own speciality but most cover the basic arts of healing and self protection (by blowing the fire off your opponent).

Life in the slums of Purgatory has its ups and downs (literally down) and being trapped there without resource does not increase your chances of survival. Wandering the twisting alleyways of the slum unarmoured is a great way to meet the sinister elements of the population. The cannibals and street slum not only have no sense of class but their attitude towards you

WARS

90%◀



well being a decidedly untidy. A quick way to arm your party is to seek out the arena, where the spectators will equip your party in order to watch the gladiators beat the living daylights out of them. Fortunately the arena encounter is not fatal as you walk away with the weapons, but a little less pride. To beef up your

party you can add three non-player characters (either encountered on the streets or summoned by your arcane art).

This has to be the best in a long line of dials, and the ability to transfer The Bard's Tale characters to this game ensures dedicated followers of Inseplay products are duly rewarded.

AP



SIM CITY

THE CITY SIMULATOR

Supplier: Infogrames

Price: £19.99 Disk

A week may be a long time in politics but in city management it is a mere twinkling of the eye. The short term wants and needs of a population take a back seat as you plan for a brighter future but ignore the people completely and you will find yourself out on your ear.

Sim City is more than just a strategy game. You can create your dream city or tackle some of the world's more notorious cities and their problems. For city creation there is a full landscape editor and if the cash is available a set of icons which allow land development.

Controlling the destiny of a future metropolis is not without its ups and downs, the odd monster attack, earthquake and nose diving planes all add up to the fun. All these everyday occurrences hinder but can't impede your city's growth and a compiler with the population firmly under their thumb should suffer few problems. If your control over the citizens is not so perfect you may find them deserting in droves or demanding such

minor luxuries as airports, shopping centres and pollution free air.

Before tackling the hordes requires of the big ones it is best to create a metropolis of your own that way you face the problems one at a time and not head on like a herd of stampeding elephants. Before getting down to the nitty gritty of construction you must select your building size. If the computer does not generate a landscape to your liking you can use the landscape editor to create your own. Landscape creation is easy as you can

only work with three elements: wood, earth and water. Your first action in creating your architectural masterpiece is to bulldoze a tree that you spent too much time planting to create a space for building. Your choice of construction depends upon the needs of the people and the cash available. The only way to accumulate cash is through taxation and it is only by spending money to increase your population that you can increase your revenue to the amount needed for a metropolis. As you can see a certain

construction is needed, or careful planning is needed to meet the needs of no funds to meet the demands of the inhabitants. These main types of building make the foundations of your city: commercial, residential and industrial.

The residential plots are developed by inhabitants for accommodation and the commercial and industrial provide revenue and jobs. If a balance is achieved between these three forces your creation stands a good chance of survival. Unfortunately the people in the simulation





64%

FIRE TORNADO MONSTER

as in real life, are a little more fickle. An extensive and expensive road network must be built to service both residential and industrial complexes. This brings traffic jams and road pollution. Pollution has an adverse effect on residential areas so this is best kept to a minimum by avoiding traffic congestion and siting the industrial base of your city away from the residential areas.

The one essential and prohibitively expensive addition to your city are the power stations. These are limited in capacity and must be connected via power lines to every consumer. A city can not function without power so the power stations become a limiting factor upon your city's growth.

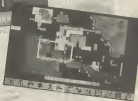
As your city expands its needs increase and just when you thought you had everything under control, the citizens demand something. Industry is likely to demand a sea port to improve its efficiency and the forces of commerce will demand an airport. Both of these constructions place a heavy strain on your resources but without them your city will not progress.

The only way to

increase your tax revenue without expanding your city is to increase the value of the land. By consulting the various maps and graphs you can determine the location of commercial factors and eliminate them. Another method of increasing land value is to place parks and waterways near your buildings. With increased revenue and the population soared you can at long last sit back and watch your city or play before sending a few dozens its way. You can heat up the action by starting fires or bring the house down with an earthquake, but for the connoisseur you can select an on crash or the monster attack.

Having proved yourself with the creation of your own metropolis you can tackle the hordes like the monster attack on Tokyo or the earthquake in San Francisco.

For the tactically minded, the game provides winners reached delights, but the blocky graphics and the options excluded in conversion from the screen to machines take the edge off producing yet another game which could have been, but failed to make the grade. **AP**





BALLISTIX

I must admit that I was never a great lover of

Supplier: Psygnosis

Price: £12.99

Disk, £9.99 Tape

If you remember that old Christmas favourite *Crossfire*—the game that took up and down the country got excited about on December 25th (I certainly did)—then you'll recognise the board behind *Ballistix*.

Crossfire consisted of two ball-bearing firing guns situated at two ends of an enclosed board. On the board were strange markings, and the idea was for two players to fire their bearings (hence up all those who thought I was going to say balls) at a target; the winner would be the one that could shoot the puck across the opponent's goal line the most times.

Ballistix owes nearly everything to the game.

This time we are whisked into the future when a new blood sport has evolved. It is a game where a ball is propelled onto a pitch with two goals (one at either end), and players must fire a collection of metal balls at it in order to propel it in the direction they want (into their foe's goal). One problem exists though: some cannons have properties that exist to add a bit of space into the proceedings.

There are also icons scattered around the pitch, each of which has a different ability (mainly involving the way the main ball acts). You can either shoot your

cannons from an angle which you move around, or from just behind your goal (like *Crossfire*).

This all applies to the two-player game, but when you are in one-player mode, it is almost a totally different game. This single-player person can fire ball bearings; the opposition is gravity. It is as if the cannons been tilted at a steep angle, thus making the ball plummet towards your goal on every opportunity. You must shoot it into the goal at the top of the screen (a weird version of the game but one that I found completely boring after a few short plays).

Ballistix is a 4-bit conversion. My mind has definitely not changed now. To be fair though, the C64 version is as good as the Amiga one, and the graphics are incredibly well done. The gameplay is just the same, and I think this is its downfall. Where *Crossfire* had its finger on the trigger, eye-to-eye control, *Ballistix* has not, and can be tedious on the game on which it was based. If you are looking for game of the future with great graphics, plump for *Speedball*. It is a lot faster and possibly more fun to play. **BB**



BALLISTIX

BY BLUE ANGEL

Supplier: Magic Bytes/Gremlin

Price: £9.99 Tape

No, not the film from the 1930s starring Marlene Dietrich, but a far more recent game overlaid on prose of female saboteurs. Yes, I know that a robot is metal, and wires, but these robots have plumpies. Scarcely the object of the game is to undress lots of young robot women while playing a game originally called Concentration. As these robots are just like they obviously aren't very old, so does that make this game some bizarre form of paedophilia?

The screen containing the picture of the robotic smut is covered by a network of squares, each containing a positive or negative number. Either playing against a friend or the computer, the object is to move onto the positive squares and force your opponent onto the negative ones. The numbers range from -11 to +11, and one player can only move horizontally while the other can only select from squares on a vertical. With the position marker staying in the middle, the objective is to finish with more points, when all the tiles have been used up, or if there is nowhere else on the current line for a player to move to. Thus if you are leading, rather than hope to finish ahead or the end, try to trap the opposing player in a dead end.

There are numerous options, all of which add very little to the actual gameplay, and cover the amount of time to make your move, the full setting of the computer player, whether you want music or sound effects or a combination thereof, and finally whether you want the squares to have only their numbers showing, not whether they are positive or negative. Obviously the latter option makes the game a matter of luck.

To progress to more naive pieces, you must continue to play with all the settings the same, but even if you set the full level to easy, it rapidly moves up to difficult after a few games. Having said that, I have a version of Concentration on the Mac which would beat the pants off this game. I can beat the computer four times out of five on difficult level, which rather shows that the game is

secondary to the quest to see more and more of the robot pictures. Getting through to see them all will take a great deal of concentration and time, probably to such an extent that you'll be bored with by the end.

The actual pictures of the robots are really nothing more than metallic versions of page three girls, but hardly as pretty. With chunky low resolution graphics and

varying shades of blue for the robots, even the dirty ranscoat brigade are unlikely to feel stirrings in the cool region.

As a game, Blue Angel works reasonably well, and the player options make life interesting for a while, but let's face it, with a lady underneath the program is carried flaccid and squarely of twenty points rather than competitive minds. **BE**

▶ 70%

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THE ALAMUS



packet

There is one thing which has put a potential coming over all: is the thought of the huge figure that I be at the bottom of the new telephone bill. Those who don't think about the money often come unstuck when the bill lands with a thud on their mail carrier.

The initial outlay for computer communications equipment is not too much: all you really need is an appropriate modem and some communications software. But then you do have to pay the phone bill every quarter. There are two ways around enduring the cost of owning and using a modem: the first (owning and operating a black box device which connects to the phone line and provides free telephone calls) is illegal; the second is an alternative to using the

Today there are millions of ham radio hawks all over the world. New users are transmitting every day and you don't need to be an intellectual to be able to use it. Remember Tony Hancock's 'Half Hour'?

Many of the new users are not the chaffy sort though. Lots of them are simply transmitting and receiving data from computer to computer. The system is not new: in fact it's about 10 years old. It has been used in America for decades. It is called Packet Radio.

However, before I continue, I would like to point out that this article is merely a brief introduction. It has been written to give potential users an idea of what is expected from packet radio and further information should be sought before you make your decision.



telephone altogether (repeated).

The second method of avoiding the red letter from BT requires more money to set up, although the running costs are nil. The method of which I speak is radio.

To be able to use the answers, you will first need some knowledge of radio and radio frequencies. Not only will you need this knowledge, you will have to prove that you know what you are about by sitting

an examination, passing and then buying a radio operator's licence. It is a way to use amateur radio without all the knowledge (but if discovered, you will be prosecuted) of operating without a licence against the law.

Obtaining a licence can be a long task. You are required to sit an examination which is set by the City & Guilds education body. The exam covers information about radio frequencies, tuning, radio, etc. As with every learning obstacle, this will take some time, although you can study at your own pace and are not obliged to enrol on a course. However, there are some establishments which run ham radio educational courses and many people find them worthwhile. Names and addresses of some education institutions are at the end of this article.

If you feel you prefer to learn another way, fine. There are many books on the subject and if you

radio



▲ I feel he's got a big problem

have a friend you can ask them to help. It is always better to have the knowledge and help of somebody who has gone through the experience which faces you.

With certificate in hand you can then buy your operator's licence which will cost a further £12 per annum.

Equipment

To begin transmitting you will need a lot of equipment, most importantly a radio. Here the inexperienced will discover the mighty cost of amateur radios whereas those with a bit more knowledge will find that a suitable unit will cost only a few pounds.

To elaborate, a new radio such as the Yaesu FT-217RH or FT-717MH will cost you about £250. However high the price, it is still quite cheap when compared to some other more sophisticated jobs. The two new radios are actually very well suited to pocket radio and includes some special features which make life easier. It has a selectable output of 5 or 45 watts on VHF and is a fully functional amateur radio transceiver which is not limited to being used with pocket radio.



▲ The Yaesu FT-217RH, better than a dog in the face with a real support



4 I'd rather just than stick my finger in the back of my computer!

considerably less may become just a few pounds. But such a radio is unlikely to work from the off and is almost certainly going to require re-tuning. I am told that re-tuning a radio is easy, but I've been talking to experienced radio buffs who know what they're about. Unless you are confident and competent enough to tune the radio, I strongly suggest that you take it to somebody who is. Your local radio shop should be able to do the job for a small fee.

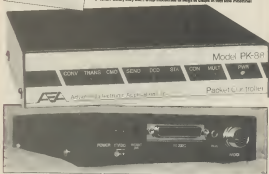
Use telephone communications packet radio requires a modem to modulate and demodulate the signals. If you've got a telecommunication modem already then well be to make up the money for a new modem which

for the market.

Ranging from quite cheap to damn right expensive, a TNC is your modulating gateway to the west coast, north, etc. Use I told there are enough TNC modems on the market to be able to make some kind of choice. Many of the modems I shall mention are compatible with the Commodore 64 and I shall indicate which ones will interface correctly.

If you are on a tight budget the Pac-Comm Tiny 2 TNC modem will be quite appealing. Reasonably priced at £119, the Tiny 2 is compatible with VHF only, although has a TL interface so that it will work with the C64. The Pac-Micro Power 2 is a miniature version of the Tiny-2 and can be run off a 9v battery if needed. It too is C64 compatible. Up the price scale slightly is the TNC200 which enables both HF and VHF communication. This one retails

5 What? Surely they can't wrap thousands of bags of chips in that little machine!



On the line that PK-8A interface.

If you cannot afford the likes of the Texas range, you should read the classified adverts in the specialist radio publications like *PC's* sister magazine *Ham Radio Today*. You will know that buying a second hand unit will cost considerably less. If you intend a radio rally, then

use a different system. Because radio transmissions are different from electronic pulses going down a wire and you need alternative technology to be able to handle the frequencies. Your new modem should be a terminal node controller (TNC) and there are quite a few on

of £179. If you want to communicate on the moon, then the new miniature Handy Packet modem will suit you down to the ground. For £199 this miniature packet size TNC will connect you with the outside world. Advanced Electronic Applications

produce two units. The first is the AEA R88B. It costs around £120 and runs on both HF and VHF wavebands but is not C64 compatible. For £279, the AEA R8332 is the deluxe model. It works with packet RTTY (CW, Ambr and AOC) which are all different protocols. Again, it's both HF and VHF compatible and is not for the Commodore 64.

Another range of TNC modems is from Kongsberg. All of the Kongsberg modems have a ITL port and can be connected directly to the C64. The RPC 2 is an HF and VHF TNC which includes the MDSAR facility. It works on 6165. MDSAR is the weather facsimile system that transmits satellite weather pictures direct to your Commodore 64. The RPC 4 is another HF and VHF unit and also has a MDSAR and radio fax features. The extended capability of the RPC 4 is reflected in the price £242.

Connecting one of the above modems to an Amiga is simple. All are R8332 compatible and so a standard lead will do the job. Connecting to a Commodore 64 is also possible on many. Those which include a ITL port are standard connected to the 12612 user port at the rear of the C64.

You will also need an antenna to be able to transmit and receive. If you are using VHF and the aerial need not be too large. Technology today has made aerials shorter. For



the best aerial for your radio and location consult a dealer who will be able to provide the most up to date unit. Also if you are unsure where to site it, most dealers will fit it for you.

Software is not a real problem. Commodore 64 software is quite easy to obtain. Most any standard communications program will work quite happily with packet radio.

Now some brief notes on packet radio frequencies. Packet uses specific frequencies which have been set aside for data alone. The most common frequency is on VHF and is 144.650MHz IRL. Here you will find many one-to-one conversations going on. This channel is also very busy. Other used channels are 50MHz, 70MHz, 430MHz, 1296MHz and 433 GHz. On high frequency 14.10MHz is quite popular.

Packet radio is very similar to using the telephone and a modem.

There are hundreds of bulletin boards out there. The operation of them is simple and they exist as message bases and file transfer stations.

If you would like to get involved a second-hand set-up could cost as little as £120. A PTT teleprinter radio is ideal for packet radio and would cost only about £30. A second-hand TNC such as the Pac Comm Tiny-2 would typically cost about £60. You would then need software, much of which is public domain, a power source and an aerial.

Of course the advantages of packet over telephone links for outweigh the cost to set it up. Satellite links can carry your transmissions around the globe. There are four satellites orbiting the earth solely for radio transmissions. It costs you nothing to run the system and you get to talk to all sorts of people from many different countries.

Andrew Barker



▲ What a hectic structure!

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MEDIA MECHANATION

Robots and computers in the media? They certainly exist. Gordon Houghton explores

There's always a point in dealing with computers whose technophobic tones over from technoworship suddenly you find yourself seeing a glimmer for the whole, using a thingumjig to make the world so work, and requiring a watchword to remind all the bits in bits to the doodon. What you don't control makes you feel stupid, and to some extent, threatened.

This is similar to one kind of attitude to computers portrayed in films and books over the last fifty years. The other is that they are going to make life immeasurably better in the future. In short, they'll have a use. (Even if it does only mean speeding up the tea making process by 0.004 seconds.) Because people don't care about just how computers will affect the future, the media wags shuffle about uneasily between optimism and pessimism.

Usefulness is seen in two ways: computers can provide a void form of escapism, and they can also give you body a good firm wash and rub-down (as in the images of your body program) or, some of the uses are just plain silly. In *Secret Dreams* video computer Edgip is rapid into perching Edgip turns for he users would be getting lost but then falls flat over. He's in love with the girl himself. Edgip runs out to tie so funny he becomes switch and boring in his desire to discover the source of true love. The truth is there are countless more mundane ways in which computers are seen to save people: neurosurgery, capitalism, collecting the poll tax, guiding nuclear missiles, calculator.

Then there are games. Games as a whole have been largely ignored by television and film. Even and the last bright-eyed scenes with open ops, but there have been very few

TV programmes which even cast a sideways glance at leisure software. This is despite the fact that Nintendo the world's most successful games



Bishop - above
Edgip - middle
Edgip - below

Bishop - above
Edgip - middle
Edgip - below

company is rumored to have sold 50 million console units worldwide.

Science fiction has been less lenient. Cyberspace stories revel in cyborgs, brain-computer interfaces and artificial intelligence: there's a world that coolly waxes the touch of technology close to the skin, the fusion of human mind and machine. New (and imagined) designer techno-gadgets are peripherals to a chip-based philosophy.

The biggest thing you can escape to is another dimension, and some gamers try to give you that. There are those that act as life simulators, allowing people to do things they would never otherwise be able to do: meet people and play God in *Populous*, unleash



The Cool Strategist - *Team: not B. A.*



"Open the bay doors, Neil!" *A.*

monsters in *SimCity*, relight epic battles in *LEGO*. Simulated violence is part of the success of leisure software: it's one of the biggest thrills of these altered states, to kill something just simply because the victim is a few pixels on the other side of the screen.

On the anesthetic side, computers can produce and manipulate images that wouldn't be seen anywhere but on a computer screen. The powerful purity of Trans landscape couldn't have been captured by standard stop-frame

animation techniques. The ease for sophisticated graphics and small-scale simulations, in industry, are almost limitless; the potential for simulation is only limited by the power of current technology, not by imagination.

In time, these alternative worlds are seen to pose a threat. In *Warworld*, a holiday resort of popular fantasies (ancient Rome, medieval times, and the *Warworld* of the info), a design and run by computers. In the ultimate theme park, until one of the androids (the

Bynner) rebels and chases relentlessly after one of the tourists intending to exact revenge. It's a warning against dependence on technology alone, and the potential for failure among the ever sophisticated computer systems.

Fear of failure is the primary threat posed by computers. Films such as *2001: A Space Odyssey* pose the problem that because humans write the programs, there's always a likelihood that programs will come across unsolvable situations and go mad as a result. This is the basis for many of Asimov's Robot stories, and the heart of HAL's dilemma. HAL (Hearthly programmed Artificial Intelligence) computer receives orders which contradict his program: his mission changes, a mission which suddenly sees human elements as a danger to its success, so it decides to kill them. Only when it is disconnected is the threat revealed for what it was: HAL was a simple machine following orders. Ash, in *Alien*, follows a similar pattern. The human members of the *Nostromo's* team are dependable; the alien is not. The cold logic of a computer brain (and the minds of those who gave it the orders) allows no place for compassion, only for what is right according to a predetermined routine.



A robotic version of Billy Harry - A RoboCop, designed violence

In the *My Bundle* program for his middle transporter down I compensate for the presence of two creatures in one transporter, and (quite logically) during transportation make the two on a genetic level to create a new unit. Positive computer error is often seen in terms of horrific results: in *RoboCop*, the ED-209 enforcement droid, paraded as the latest in advanced technology malfunctions at its unveiling with disastrous results. The cyborg created as an alternative (RoboCop himself) is seen as a more feasible solution because he is at least partly human. He is controlled by three: Deuchman, similar to Asimov's Laws and has to solve the contradictions between them. It's not really being a machine.

Computers are also seen as a weapon to be held against us by restless powers. *Morgana* suggests that one man's cyberspace could lead to the destruction of the entire human race: media stories about the dangers of hacking echo a similar story on a smaller scale. Non



ASIMOV'S LAWS OF ROBOTICS

The way in which people's ideas about robots can be shaped by fiction is seen in Asimov's *Three Laws of Robotics*. Asimov, a former chemistry student turned legendary SF writer, wrote a series of short stories in the 1940s which set out to prove the difficulties of imposing such simple conditions on complex machinery. Since then, however, the Laws have been widely regarded as being a sound base on which to

create artificial intelligence. They are, in order of importance:

1. A robot must not injure a human being, or through inaction allow a human being to come to harm.
2. A robot must obey the orders given to it by human beings, except where such orders would conflict with the First Law.
3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

warns us that when we create an artificially intelligent computer (is one that can actually learn, rather than merely compute) we don't really know what we're letting ourselves in for. One of the most chilling moments of the film is the MCP's glib comment in reply to Delong's: I warn you. I've gotten 2,415 times smarter since then.

One film stands out as an examination of what it could be like to live with frightening, artificially intelligent computers in the future: Ridley Scott's *Blade Runner* itself based on Philip K. Dick's novel, *The Android's Dream of Electric Sheep?* It sees the world as much the same place as it is now, only exaggerated: the buildings are larger, the cities denser, the attitudes to violence more indifferent. Most of the population has left for outer space, leaving only the maimed and decadent behind. Five runaway androids from an off world colony illegally escape to earth, and the *Blade Runner* (Harrison Ford) is sent to seek and destroy them. It turns out that the replicants leader (Rutger Hauer)

Asks of his body: how do I "Terminate" it?

was only searching for a meaning to his own life, trying to discover why he must age and die. Ford's mission is to let turn to sympathy only when Hauer spares him his life. What kind of attitude can people have to androids when the androids are so like themselves?

When Gary Kasperov recently beat the world's most sophisticated chess program, Deep Thought, his attitude was typical of current attitudes to computers: they'll never equal the human brain. I had to challenge Deep Thought for this match to protect the human race.

Current technology doesn't even begin to approach the sophisticated levels envisaged by 20th century futurists. Computers can barely talk and have great difficulty with speech recognition; they can't see objects of any complexity; they have no true interaction with the outside world. True androids (*Blade Runner*'s skin jobs) are far enough away for the impact of computers on society to be a safe one. What the predictions of today's media tell us is that we need to understand and control our technology before we can fully master it. Like its creator, a computer isn't reliable.



At *Blade Runner*, Rutger Hauer



Two - The lightcycle race, an idea that launched a thousand games. A

SOME FAMOUS FILM ROBOTS

Gort One of the first threatening robots to appear on film (in *The Day The Earth Stood Still*). Gort is probably best remembered for the command which stopped him: minding people's heads. Gort! Kliegman sounds like it!

Robby An example of the postwar helper robot. Not appearing in *Forbidden Planet*, based on the character Aral in Shakespeare's *The Tempest*. Nice without being scary.

HALL The ultimate form of artificial intelligence in Rubick's 2001. A Space Odyssey. HAL encapsulates the fear of the technophobes: a computer out of control.

Huggy, Dewey and Lewney Robots Can Be Cute. Too. The trio of mummy's little helpers (drones) who rescued Bruce Dern in *Silent Running* and helped him make mankind's future a better prospect.

C-3PO and R2-D2 Robots Can Be Cute 2. Probably the most famous and the most artificial intelligence to appear on screen.

Trellis A schemingly wise par to Buck Rogers.

Ash More strictly an android. Ash (Alan Alder) is just another agent which powerful humans use to manipulate other humans. He's just carrying out reducible order, and isn't a threat in himself.

POST APOCALYPSE

Ooh Aah, Jim Lad

I've noticed recently that EUSA's piracy campaign has been stepped up. I am a so-called pirate although I do not sell products for money. I only copy games off of my friends because I cannot afford the prices that they are sold at.

Does this mean that if I'm caught I'll be locked up?
Captain Rugwash Boston

PA: I knew a pirate once. It's a terrible job to 'ot to do. And if you're caught, well I wouldn't build up too much of a relationship wiv ya, ead! Rugwash! I mean.

I reckon the only way to stop worrying about getting caught is to stop committing the crime. Buy PC instead, and ya guaranteed of some quality games anyway!



**PIRACY
IS THEFT**

The man with murder in his mailbox delves into your efforts of solitaire and comes out with a blaze of leaden spray (ozone friendly)!

No Go Show

On the 19th November 1989 I visited the Commodore Christmas Show at the Hareline in London, and I must say that it was dull beyond belief. I was led into thinking that as a few "major" companies were making an appearance that it would be more games oriented than it has been in the past.

This was not the case. Not only was it dominated by the Amiga, but all the software companies stands only existed for the sale of their post products, not my idea of a Christmas show. I was not happy and I hope that it improves next year.

PS: Where was YC? I was looking forward to meeting the team. Dennis Griffin, Co-Chairman.

PA: Where was the team? In the bar of course! I wasn't there because I was out feeding the pigeons in Trafalgar Square (so die rats round the corner). Get sort of show you are looking for is scheduled for next year. The Computer Entertainment Show 1990 is replacing the PC Show, and could be right up your alley. I'd say should call it Anders, then!



Complete Mental Case

Benzo: watch the dial! My people are coming, and they are coming for the planet will be ours within a few short years so run pathetic humanoid, we are about to take over!

Agent: X50047 Lanthan
Combinatory System

PA: Wor a waird! If you are not pulling me leg more, I wouldn't bet too much on taken as over, but to show our hospitality you can make your resident in Milton Keynes.

Creepy Crawly

I am an ex-ACU (Amused Computer User) reader and have recently converted across to the C1385 (understand that you have supported Adren Pumpkin) Some of my favourite writers on ACU as your games editor (and this will more or less be an improvement on the mag)

Also is N/A Henderson the same N/A Henderson that used to write for Computer Gamesweek and surprise surprise ACU? (Speed Brown, Wotford)

Ps. N/A is also very same man although they never worked on the mag together On foot Adren got N/A a job when he left! By the way when you said about Ade a movie which mag did you think improved?

A. What is the happy sound? Not Freddy? The Sequel of N/A, It's Funny!

Regular Request

You've got a load of columns (over!) all of which are brilliant apart from Tech tips, that's boring but are you even going to have a film column?

In down I have to be too regular just a page every two months telling us about films coming our way the us film buffs should look out

for most games nowadays extend from movies anyway so how about it?

Jarvis Hanson, Colgate

Ps. What's the space? (Well not the space exactly but a space somewhere in the magazine.)

Err... Er...

When are we going to see any competition results? (Col Turner, Worcester)

Ps. Do not assume the dot next issue will have loads of results, honest!



Send your puntd scribblings to:

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No. 4

Rik Henderson
samples
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Melons!





HACKATAK

Yes folks, it's your favorite column back again to help all troubled gamers, and your floor, as usual. Kelly Joly: This month I have a super: *Batman: Map* lovingly drawn by Jack Hunter (my bro) plus hints, cheats and pokes to get the juiciest going!

BATMAN THE MOVIE (Ocean)

LEVEL 1

Bombers are a pain in the tail. When you are being attacked from above, the best thing to do is shoot the balloons under the bombers' feet and climb up it. By the time you are level with him he should have no back to you, just begging to be zapped. Cops are not as nasty as bombers.

Shoot on sight, if there's a one

behind and in front of you shoot one then duck, wait until the other hoodlum flies and then let him have it. Jack Hunter is guarded by a mad bomber you'll need at least half your energy to finish this section. Once the guard has been disposed of, one with shoot a all stars needed to rid the land of Jack.

LEVEL 2

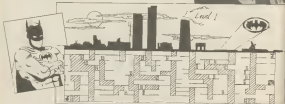
Time is precious so don't hang around. I found it was only possible to complete the section by diving top speed at all times! Sounds hard but trying to the center lanes makes life a little easier for you. The best route to the Batarave is to take the 2nd, 5th, 6th, 6th, 3rd, 3rd, 2nd, 6th, and 2nd corner.

LEVEL 3

I didn't like this level much, but who cares? I think you can figure this one out for yourself. It's easy!

LEVEL 4

Keep to a steady height (center of the screen). Keep up a fairly fast pace so the following is still quite mobile in tight situations. As you approach the balloons, reduce your



speed slightly in order to judge the height of the balloon. If you think you are going to hit it **AVOID** it as time is not so tight on this level.

LEVEL 5

Good, this is a tough level! The gameplay is almost the same as the Ace Chemical Works, but instead of working across you have to work your way up the mazes. Be harder for poor old Batman.

Watch for collapsible platforms when they start to change colour: get the hell out of there! Also be on the lookout for spikes: simply swing over them to get by. Killing the laser is not so hard: when the winning madman comes in to sight zap him with the batrope then pump him full of bat logos.



BLASTERIDS (Image Works)

PCRE 11571 173 will give you infinite lives.
SIS 33356 will start the game.

Yet another Ocean game receives the Hackabak treatment.

General tips: A good supply of grenades can be obtained by shooting the nurses (ah, for a politics theme EDO as they carry dead marines off the screen). But try and use as little grenade power as possible as you'll need them for the end-of-level score.

LEVEL 1

To take out the huge gunship, try taking it to a nice point spot. I Get on



with it. EDO Use every last grenade (hold the space bar down) then let go with the machine gun while avoiding the bombs. After a few seconds you should be loading level 2.

Those of you who haven't got what it takes to reach the higher levels, try ignoring the REWIND TAPE message and leave the rope playing to see all the lulu levels. By the way, make sure you die on level 2 otherwise the cheat will not work.

The festive season draws to a close and so, I'm sorry to say, does Hackabak. Never mind though because we'll be back next month with another selection of hints, cheats and maybe another map if

you've got any tips send them to me, and if they are good enough we will print them and pay you absolutely nothing... oh I mean you could win a fabulous prize. Bye! Rick Butler

LOADS A LOADS



The Load-iT database from Mills computer products is, in my opinion, the most useful peripheral to arise for years. Not because it has multiples of applications, not because it performs wonderful tasks, but because it successfully performs a regular function that is essential for all cassette users.

Some games have complicated Turbo loading systems, designed to prevent piracy, and many of these systems rely on extremely accurate alignment of database heads; therefore, unless your database is in perfect condition, you may find difficulty in loading. The Load-iT has two functions that, when used together, ensure that you will have a higher percentage chance of software load.

The first is the LED panel. This is a bar of small LEDs that show the strength of signal being received. The second is a small knob that aligns the head. Combine them both, and you have a system that always allows for the maximum signal off of any tape.

I personally have two Commodore databases, both of which work on many games, but they always have problems with Ocean software (which uses a sophisticated Turbo loader). The Load-iT worked every time. And after extensive testing on all the software that would never load on my existing machines, the Load-iT had a 100% success rate.

The only unfortunate point about the Mills product is its price: £29.99 (inc. P&H). This is a little steep,

although if you buy one before the 31st of January you get a free video (Top Gun, The Usual Suspects or Indiana Jones) and the Temple of Doom) with it. It really depends if you want your tape-based software to load every time, or not!



although if you buy one before the 31st of January you get a free video (Top Gun, The Usual Suspects or Indiana Jones) and the Temple of Doom) with it. It really depends if you want your tape-based software to load every time, or not!

Load-iT Computer Products Ltd. has a game, a free video (a selection of videos £29.99) and a free video (a selection of videos £29.99) with it.

All you have to do to answer the two questions below, on the front of a guided envelope or postcard, with your name and address, is to:

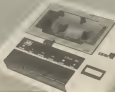
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HP2 7ST

Entries must be received by 28th February. Normal postage rules apply.

The Questions

1. In which city are Mills based?
2. How long is the guarantee on a Load-iT?

(Hint: Try looking at the advert)



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DESERT ISLAND DISKS: CRAZY HORSE!



Emlyn Hughes, Olympic legend and TV sportsman, has now lost his name in a new round of linked film and TV games. **FILE** **Black** Hughes makes the news, first by losing his name, then by winning it back. **Emlyn**

The time: About 1.30pm on a cold November afternoon.
The place: Downstairs on a chartered Audiogenic bus somewhere between Oxford Street and Chislewood (Emlyn goes to Chislewood).

Q: You've Left A Question of Sport and you've done one series of Sporting Thongers. Have you got any more plans?

A: **EM:** Yes, certainly. We've got a new series of Sporting Thongers starting in February, which this year has been increased from thirteen weeks to fifteen weeks, but it could be seventeen weeks. I'm not sure. I've also got a new series of Combat which I did with Annette Rice and the army. It looks as though there's a new series of that starting at the back end of February. And it looks

as though I'm going to be involved with the TV for the World Cup coverage from the first week in June to about the second week in July so the next six months are going to be very, very busy for me in television work which is great for me in terms of personality publicity and promotion-wise but it's actually madness. Seven days a week, traveling all over the country promoting, interviewing, radio, working for ball companies, things like this (pointing at the superbright) promoting games that I'm involved with in all madness, it's bonkers.

NE: Is that why they call you 'Crazy Horse'?

DALYN: (Laughter) 'Crazy Horse' is a long, long story but is shortened down version of it is that I was a nuisance on the football field. I would have done anything on the football pitch to win a game. I would have done anything. I was absolutely bonny! But that's a shortened version of it. I was crazy!

NE: Yeah, I'm a Liverpool supporter myself!

DALYN: Are you? Well done son, good lad!

NE: On the computer side, your son plays games. Does he play a lot?

DALYN: Very, very much so. I honestly don't have the time myself. I'm never home anyway because I'm always travelling. And when I do get home I tend to put my feet up or go for a beer to eat with the missus and the kids. But our Emlyn and Emma, she's the eldest, she's nearly seventeen, is supermaniac on the computer, to be totally honest with you he's a flaming nuisance because he's on it too much. He's playing with a twenty-four hour a day when he should be studying and he should be working hard at school. I'm not saying he doesn't work hard at school, but he's on it too much. He always plays the games. I mean he always plays the international game.

NE: Do you think he'll be playing the Trike Challenge when it comes out?

DALYN: I feel certain he'll be playing it because I'll make him play it. If it means he's going to learn something from it, yes, he will certainly be playing the Trike game.

Now if you wanted to do my top ten computer games, I'll certainly say number one is International Soccer. Number two's going to be the Trike game, so if you want to ask Peter (the head of AudioGenix) I'm sure he'll give you the other eight to add on the top of that. So get me other eight off him and you'll have my ten.

And as the bus drove on into the sunset and Emlyn was left to organise his fuck-kump of a diary. Me? I sat and contemplated what I must feel like scoring a goal for the Reds!

Lots of things you never knew about Emlyn Hughes

1. His name is Emlyn Hughes
2. His son's name is Emlyn Hughes
3. His daughter's name is not Emlyn Hughes - it's Emma
4. His nickname is 'Crazy Horse'
5. He is not really a horse
6. He appears on TV quite a lot
7. He used to captain both England and Liverpool
8. He has been awarded an OBE
9. He has scored 35 goals for Liverpool in 12 years
10. His father was a Rugby League international
11. His brother and an uncle were Rugby League professionals
12. One of his quins played hockey for England
13. He doesn't really say 'I know it', very much
14. That's about it!



Photon Mega-Death
or flower arranging?

Kati Hamza

wades through the quagmire
of computer games with no morals

DIE



ALIEN SCUM!

Pick a game. Any game. Fight 'em, shoot 'em up, adventure, RPG, even chess. You name it, chances are it's violent. Some kind of destructive element is part and parcel of practically every computer game from Pac-Man to Populous, from Asteroids to Zork. And let's face it, and make for some sensible nutcase if the violent element had to be completely cut out.

What kind of a game would Space Invaders make if instead of blasting the little green monsters you had to jettison miniature peace treaties into outer space? Imagine Superman without the laser. Or Wolf with the U2 cut out or Gaurien minus ghosts. Like it or not, some of the best games around—Baboon, Battle Chess, Dungeon Master, Spider, RoboCop—are extremely violent, and it's the violence which makes them so much fun.

So what? You might think. A bit of punching here and there or a pixelated sub-machine gun isn't going to do any harm. No perfectly normal, happy-go-lucky kid is going to run into the Incredible Hulk overnight, just because he played a game of Space Invaders.

And, but there are some people who disagree. Whether games should or shouldn't contain violence is turning into a pretty violent debate in itself. In one corner we have Mr. Nasty Whitehouse, heavyweight champion of morality and in the other is most of the computer industry and the people who play the games. If you've got a computer and you've enjoyed products like RoboCop, Battle Dead, then Alien and Technopop, the

argument may look pretty black and white to you. But is anything ever really as simple as that?

When Mr. Whitehouse and his supporters turned their attention to the contents of computer games

they were shocked. All those Commodore 64s, DGAs, Sfs and Amigas which were bought by parents in the hope that spag might use it as an educational machine turned out to be running extremely



ally software. If you're not hiding around killing people (Bad Television) or killing robots into natives' backs (Back Dangerous) you're running military campaigns in politically volatile areas like Russia (Red Storm Rising) and Vietnam (Platoon). In a world in which the crime rate is soaring, they reckon that all this gratuitous violence enforces the dangerous view that might is right and through is our. At the very least they want censorship: of their most extreme they want violent games like shoot 'em ups totally banned.

On the one hand their argument completely misses the point. Firstly in most games you're not thinking about the scenario or the identity of your enemies, how to get past the next wave of Alpha Centaurians, when you lost your mega baroque space blaster ten seconds ago is much more important. Whether you're shooting at a Russian or Korean or a little green man from outer space isn't the issue. You could still enjoy Red Storm Rising if you were head honcho of the AGD.

Secondly, the anti-violence campaigners assume that gamers won't be able to draw the line between fiction and reality. Somewhere in the middle of the game, what's on the screen and what's happening in real life will become the same thing. In fact it's probably easier to distinguish a computer game from reality than a film or a particularly violent programme on TV. A pixelated sprite, however fantastic the graphical capabilities of your machine, isn't going to be as real as a photograph. RoboCop on the big screen is hardly the same as RoboCop on your fat.

On the other hand Mr Whitehouse and his cronies may have hit on something of a ploy. Obviously you're not going to walk out of your house and machine gun the residents of Acacia Avenue after a game of Operation Wolf, but the influence a game has over you especially one that's set in a contemporary scenario rather than an obviously fictitious world could be a lot more subtle than that. The target of your submarine strategies in Red Storm Rising may be irrelevant to the gameplay but that doesn't alter the fact that it's still a Russian target. The scenario might not be actively encouraging you to



ROBOCOP



think badly about Eastern Europe but it's not exactly inviting you to think well of it either. If you've already got a bad opinion of Russia it's only going to be reinforced by the gameplay. If you're too young to be interested in politics, this might be the only view of Russia that you've got... and it's not exactly an unbiased one.

Censorship isn't such a black and white issue either. There are some subjects which almost everyone would agree are unsuitable for games. You might not think Russia qualifies for that, but what about the foster games which were doing the rounds in Germany earlier this year, games which involved you taking the role of concentration camp commandants and had you shooting Jews and setting dogs on escaping prisoners? A gasolier over here would be a shoar, am up which had you playing the role and knocking off members of the armed forces in Northern Ireland. If that's in bad taste, why not dropping bombs over Russia?

You may think games supporting Nazis should be banned and games slugging Russians should be. It starts the case: how are you going to define where the crosses should draw the line? And if some games definitely shouldn't be allowed on the market, who should make that decision? Should leisure software be subject to some kind of rating system, like films, or should it simply be a case of trusting to the integrity of the software publisher? As soon as you

start to admit that some subject matter or game concepts are unacceptable, you've got to consider whether or not that justifies regulating against them. And that leads you into all sorts of complex questions like freedom of expression, freedom of the media, whether or not it's right to censor anything, even whether censorship works at all. What started out looking like a pretty straightforward debate can end up getting extremely complicated.

Anyone who enjoys computer software knows that Mr Whitehouse is exaggerating. As long as you don't start making up fantasies and really there's nothing wrong with a bit of violence on your monitor. But like everything else, it can get out of hand and there is scope for exploiting dubious subject matter in many ways, the last people to judge the effects of computer games are the people who know most about them—the gameplayers. In the end, where you stand in the argument is entirely up to you. Just remember there are subtle factors to consider, then, whether or not a game market you want to go out and kick someone's head in. Oh... and if you do start to feel that uncontrollably violent urge

in the middle of a game of Space Invaders, switch off your computer, put on a star jacket and consult a psychiatrist. **For**

WOLFEY TYPES

BAMBAHAN II—a definite blood and gore hoch, am up for its excellent violent effects. The opponents are monsters rather than people, having your head snapped off by a gnomish chicken is total fantasy. Not much chance of confusing fiction and reality here.

ORDINATION WOLF—the first person perspective actually lets you look into the face of your victim as he dies. Because of its unadorned violence and possible political overtones it's come in for a lot of criticism. The question is: do you play it for the satisfaction of seeing the expression on the enemies' faces as they die, or just because the quick-fire action is extremely tense and addictive?

NOBODY—the AcroCap film licence ignores the conflict between the will of the man and the programming of the machine, which makes up a large part of the

film, and concentrates almost purely on the movie's violent aspects. The scenarios are exclusively drug-dealers and murderers, though, and the settings very much removed from modern life.

TECHNOGOLF—humdrum shoot 'em up on a driving game which had an incredibly G17 death sequence on the Amiga. Would this influence you to think that it's OK to shoot first and ask questions later?

JACK THE RIPPER—when you think of violent computer games, a real adventure isn't the first thing that springs to mind, but because of its accompanying graphics the one was published with an 18 certificate. The pictures, hardly overwhelming on a 64, were the main reason, but it was really the text, if anything, which was more gruesome. Everyone who got hold of a copy was, of course, really and truly under eighteen.

RED STORM RISING—Macrospace are often criticised for producing software with politically dubious scenarios. In this case the background actually came from the Tom Clancy novel of the same name, but the message on the box of the box is clear: Save The World From Soviet Domination.



As in the foggy streets of Old London Town, a figure stalks

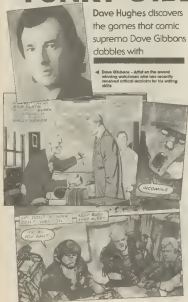
DESERT ISLAND DISKS: FUNKY GIBBONS

Dave Hughes discovers the games that comic suprema Dave Gibbons dabbles with

4 Dave Gibbons - artist on the second winning submission who has recently received critical acclaim for his writing skills

Dave Gibbons is a widely-recognized figure in the comic world of graphic literature. Coupled to comic fame with the hugely successful 'WATCHMEN' series (which he illustrated for another British marvel Alan Moore), Dave Gibbons began working in comics full time after he gave up his job as a surveyor in 1970. At the time he was working primarily for DC/MC COMICS, but he also produced the short series 'ROMAN' independently. His first major work came from British weekly comic, 2000AD, for which he has drawn such strips as 'HARLDER HEROES', 'DAM DARE' and 'ROGUE TROOPER'. From 2000AD he was offered the title strip in Marvel UK's 'DOCTOR WHO MEDAL' magazine.

His association with 'WATCHMEN' publisher DC Comics began with his work on the 'GREEN LANTERN' series in 1982, but it was 'WATCHMEN' that won him and Alan Moore a true international combination award. The first issue, published in September 1986, took the comic world literally by storm: experimentation in design style, format and the usual superhero formula made it compulsive reading. Set in an alternate world very much like ours, 'WATCHMEN' portrayed superheroes as curious, often malicious beasts. Art had been passed twenty years earlier, making all consumed vegetation illegal, rather than cardboard characters in tight, it covered issues such as rape, racism, violence, politics, the nuclear situation, war and sex in a mere twelve-part series. It is the graphic story by which comic books have been judged, and rightly so. Gibbons had worked with Moore once before, on a Superman story called 'For The Man Who Has Everything' featuring Batman.



Aspin, "Wonder Woman: the Princess of Solitude and Krypton. It's hard to pick my top two stories that I've ever done. Gibbons decides that would have to be one of them. A real joy all round."

Since WATCHMEN, Gibbons has been fairly quiet, working more as a writer than as the artist he became famous for and, to everyone's annoyance (and admiration), working equally well in both mediums. A Gibbons written story recently appeared in the comics anthology magazine *AJ*, and he is currently penning ROGUE TROOPER, a story he once illustrated for the new look *2000AD*. He is also working on GIVE ME LIBERTY, a strip he is illustrating for Frank Miller, the author of DARK KNIGHT and ROBOCOP II scriptwriter. He therefore doesn't have too much time for computer games but after consulting his "software expert" (his ten year old son) he came up with this list of titles.

"DESERT ISLAND DISCS"

- 1 DRAKE III (Electronic Arts)
- 2 FAULTON (Olanoff)
- 3 BATTLE CHESS (Electronic Arts)
- 4 POPULOUS (Electronic Arts)
- 5 NEW ZEALAND STORY (Crown)
- 6 NOBODIES (Crown)
- 7 HYDRA (Discovery)
- 8 DRAGON MITHA (Imagine)
- 9 BOONIT RANGER (Olanoff)
- 10 GENERATION WOLF (Crown)



The old watchmen group before the A team and established look of heroes.

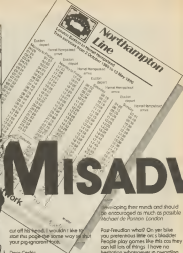
"DESERT ISLAND COMICS"

- 1 THE MAD READER (Bollanwe Books)
- 2 SUPERMAN #80 (Australian reprint)
- 3 BACK FOR THE MOON #2 (Lioney Comics)
- 4 THE LAMB UNKNOWN (Celtic Color #845)
- 5 MYSTERY IN SPACE #75 (DC Comics)
- 6 THE SPIN #1 (TM Super Comics)
- 7 THE FLASH #133 (DC Comics)
- 8 FANTASTIC FOUR #25/26 (Marvel)
- 9 BATMAN YEAR ONE (DC Comics)
- 10 THE INCAL (Epic)



A One of the many teaching moments in the brilliant Watchmen.

A Dr Manhattan before his "exchange"



MISADVENTURE

Developing their minds and should be encouraged as much as possible
Michael de Hoon London

cut off his head. I wouldn't like to start this page-the same way as about your pig-nosed book.

Dear Cedric,

I am stuck in the Hobbitt where I can't get out of the goblin's dungeons. Can you help please? David Mayson Bristol

Poor! Call yourself an adventurer that is absolutely pathetic. Everyone finished that game years ago. I suggest that you give up any thoughts of following an intelligent career and go and be an estate agent instead.

Dear Sir

I wonder if you agree with me that adventures and role playing games provide a much needed stimulus to the youth of today. Too often their chosen playthings do little to activate the development of critical responses within the brain, mental forces that are vital if a child is to survive in the socio-economic structures of a Post Freudian world. Games like this can only help in

Post-Freudian what? Can you take you prehistoric little on a sideside. People-play games like this can they can let lots of things. I have no hesitation whatsoever in awarding you my Dragon Bottoms (letter of 15 Month award)

Dear Cedric,

Your prowess with women is very well known so I wonder if you could settle a bet between me and my mate. Do women deserve have beards? James I love body hair Wilkinson Exeter

My success with women is, if anything, under rated but even I would not stoop so low as to try and make out with a dwarf (think I have neither the time nor the inclination to learn Imbo dialect or build her a pair of stile). Seriously though I don't know, so perhaps other people can write in. The only advice that I can give is that I don't know of anyone who has ever seen a clean shaven female dwarf.

Dear Scumbag, welcome to another edition of Cedric's column: the most vicious adventure page around. We've got a lot of letters to get through this month so enough of the introduction and on with the main.

Dear Cedric,

What sort of name is that for a Barbarian? Cedric is a forwimp. Get yourself a real name or I shall stop reading the column. PS I love you're a man aparter too. Marvin Musdemon White Edinburgh

The last person to ask me that poem last year pounds of ugly fat when I

Dear Gerdie:

Please can you tell me how I can become a barbarian when I grow up?

Andrew Collane (aged 12) York

I am sorry to have to tell you that someone is going to have to tell you the facts of life one day. There are no barbarians or elves or dragons. Just as there is no such thing as Father Christmas, the Foxy Pox or a winning England Cricket team, everything in this column is made believe written by a drunken tall back of the wrist of an even more drunk editor.

Alternatively, see three Shredded Wheat for breakfast and expect as many penicillins as possible.

Finally, just to show you that I do occasionally know what I'm talking about, here are some hints and tips for the latest Dungeons and Dragons game from 351: Cune of the Azure Bands.

Do not accept any elves into your party. In the highly probably event that they get killed, you cannot resurrect them. As for all other suggestions, go, they can be performed in camp so don't bother wasting a cleric spell on them. Try flame strike or clay living instead, something that will prove useful in combat.

Make sure that you give the ring of wizardry to one of your images, it doubles the number of spells that you can cast. Magic missile spells become quite potent in the hands of wizards and do a lot of damage.

storm instead.

Cast a spell in preference to using a wand or rod. It is generally more potent, save the charges on your wands for when you have been hit and are unable to cast a spell.

Always pay the money to have a magic item identified. There is not much else to spend your ill gotten gold on and quite a few objects have additional powers that you won't discover by mail and mine.

The four stones raise one of your attributes by one point for as long as you have it equipped. Different colours for different abilities.

In combat, it is generally much better to gang up on one opponent and kill him rather than wounding two or more enemies. Dead men don't fight back.

Save your position frequently and use two separate disks, there is at least one infinite loop in the game that made me have to start from scratch. Take special heed if the program warns you that the next bit is going to be dangerous. It will be! Beholden are not fun!

In the final action of the game the curse in your final board means that you will not be able to camp and reform your spells so don't use them unless it is absolutely vital save them for the last battle.

Thank you for this month, may you never look a basilisk in the eye.

VENTURES



for a first level spell. They are especially useful against the despoiled bits of vegetation that attack you. veggiepygmies and 3rd of Moondar. The wand found just outside the pit is also useful against these creatures and can be used by clerics.

It is vital to hit every opposing magic user and cleric in each combat round. They have the ability to seriously damage your health if they are allowed to cast spells. Area spells such as fireballs work very well when you have room to use them but beware, several creatures are protected against third level spells. Use ice

4) Oh no, it's a Basilisk!

5) Attack of the killer mutant Basilisk-oid



6) Oh no, it's a Basilisk! 7) Attack of the killer mutant Basilisk-oid



Yes, it's a Basilisk! 8)



FLAME ON

Hugo Tate: Bolding heart broken, and frustrated
Stuart Green interviews the pilot full of hate



Hugo Tate is twenty-one years old, and he's not very happy. He has a falling knife to the side—he's in need of a haircut. "I'm thinking of growing it," he explains. "But I can't really decide, and anyway, I can't afford a haircut."

"We'd decided to meet in my local haunt, The Prince Albert Boxton. As he leans further into his pint, Hugo tells me about the time he shaved his hair."

"I cut it off 'cos I was fed up with it. I didn't wanna have any hair, cos everybody pissed me off, because they were all worried about their hairstyles. I just wasn't interested, so I threw it off. I wasn't a skinhead. I mean, I was, but I wasn't part of their religion. I just didn't wanna be bothered with it. So I'm like the same thing, only now I'm letting it grow."

Hugo pines himself on his individuality. He doesn't like to be bored in.

"It's very important to me. I don't want to be like everyone else, because everyone else are workers aren't they?"

Seriously, a lot of people are weird, I think. I don't wanna be like those ones. It upsets me. It's not like real life. I look at that sometimes, look at people, and they're very weird.

Although he's spent sometime in the country and living by the sea, Hugo currently lives in a big anonymous tower block, somewhere in the wastelands of a cities planning disaster. He lives on the top floor with his friend Rufus, worrying about his love life, sweating at the cat, regretting it a moment later, and staring endlessly at the blank pieces of paper lying on his kitchen table.

"I wanna be a writer. I wanna write short stories. I think, though, I'm not sure. I've got a lot to sort out. The problem is, most artists and writers are a lot of workers. I haven't got a word processor. When I do write, I do everything longhand because I like to sweat over it. These things, I hate them, they just take the craft away

from it all."

His good friend Nick Abdoas (that's it, if Hugo can be said to have any good friends) once informed him, "Hugo Tate, Pilot Of Hate."

"I have some bad dreams. I used to have this recurring dream about being chased by the devil. Very important one, dreams, they can have a big effect on your waking life. The particular dream I kept on having, until finally I decided to look at the devil. And he was me. He made me laugh. Really laugh, and I woke up laughing."

"I recognized myself. I know it's really dished and lame, but just 'cos it's simple, and dished it doesn't mean it's not true. I haven't had many bad dreams since then."

But he's not as bad as he seems on the surface. He's just coming up and not telling us the whole truth.

Hugo is a romantic who takes love seriously. His girlfriend Marie has just left him to go back to her home in California. He's missing her, and he regrets not having the chance to say goodbye properly. He's really only a misanthrope when it suits him.

It's like I was saying before, if people are too obsessed with their clothes, like my Mum was with her business, or with their hair, then if you screw up a lot of things. Dismiss you from the important things in life like caring for people, the way you talk to people, things like that. And that's bad."

He goes about the world, and he'd scare Green if they hadn't flushed the world down the toilet years ago already, but for now he's just content to dig himself out of the unemployed hole that he's found himself in.

No one will make a computer game out of Hugo Tate's life.

Hugo Tate, by Nick Abdoas, appears every month in *CRASH*, alongside Punk Girl, Mead World and Johnny Nemo. £1.50 on your newsstand.



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THALAMUS



By Rob Stevens



The *haine* is thirty feet (about eight m) in a rounded cap, by different shades of yellow, and the young are raised by the mother and the father.

The last factor mystery-hackers has turned into the hottest - if game developers such as Nintendo ever introduce their trying to crack the main's secrets. Will you succeed?

Source: Bloomberg, *Investing.com* and *charts* — calls for the month ended

07/04/2015

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